

# SYNTHICIDE

## BATTLE QUICK REFERENCE

- All participants roll battle reflex [1d10 + Speed + Awareness] at the beginning of every fight.
- Spend Action Points (AP) to take actions.
- There are limits to how many times you can take certain actions.

Action	AP Cost	Uses Limit?
Move	1	None
Attack	1	Once per turn
Second Attack	2	Once per turn
Third Attack	3	Once per turn
Guard/Counter Attack	See description	Once per round
Use Power	Varies	None
Defend	1	Once per turn
Gain Advantage	2	Once per turn
Keep Watch	Varies	Once per turn
Stealth	1	Once per turn
Other	Varies	None

### Move

Characters travel up to 4 squares per movement action.

Diagonal movement is allowed. Note the following:

- **Characters may not move through enemies or obstructions.** You may only move through allies.
- **If you have been *overpowered*, you cannot move.** Removing the status costs 1 AP.

### Attack

1. **Roll 1d10 a single time.**
2. **Add your attack bonuses to see if you hit.**  
*d10 result + Combat + ATT Bonuses*
3. **If you hit, calculate damage.** Add the following:  
*Original d10 result + Combat + DMG Bonuses*

### The following things may affect attacks:

- **Ranged weapons.** You attack within one range increment at no penalty. Additional increments needed to reach a target add a cumulative -1 on your attack roll.
- **Ganging up.** If any allies are adjacent to the target, you receive +1 to attack rolls.
- **Overpowered Status.** Over powered characters take -2 to all rolls and all others get +1 against them.
- **Cover.** Bonuses range from +1 to +4.

### Guard/Counter Attack

Guard/counter attacks are granted for free when certain conditions are met. Your character must be wielding a *guard* or *counter* weapon to do the following:

- **Guard Attack:** Once per round, make a free attack against an target that enters a square adjacent to your character.
- **Counter Attack:** Once per round, when your character is hit by an adjacent attack, he or she may take a free attack in retaliation.

### Keep Watch

You can save actions for later by doing the following:

1. **Choose an action or series of actions to hold.**
2. **Spend the AP needed to perform the actions this turn.**
3. **Declare a trigger that allows you to take the saved actions.**
4. **End your turn.** Keep Watch always ends your turn.

### Use Power

Activating a power varies in its AP cost.

### Defend

Defending yourself raises any cover you have by +1, to a max of +4. If you have no cover, you still gain 1 cover if you took a move action this turn.

### Gain Advantage

As a catchall for gritty combat and dirty tactics, *gaining advantage* always costs 2 AP. Perform the following:

1. **Choose a target.** Unless the GM says otherwise, you can only *gain advantage* against 1 target.
2. **Describe your advantage.** This could include having higher ground than your target, or the element of surprise.
3. **Choose an effect.** Below are your options:
  - a. **Forced Movement:** Move the target 1 square, or up to 4 if you take a move action and move with them.
  - b. **Overpower:** Target becomes *overpowered*. *Overpowered* characters take -2 on all rolls. All rolls against them gain +1. They cannot move unless forced.
  - c. **Attack Bonus:** You receive +2 to your next attack against the target this round.
  - d. **Melee Takedown:** Your turn ends. You and your target are *overpowered* and lose your next turns. However, you may renew this effect during your lost turn with another successful roll.
  - e. **Ranged Takedown:** When you lay down suppressing fire as part of a *ranged takedown*, your target does not completely lose their turn. Instead, they may take a single 4 square move away from you, though they remain *overpowered* after that move.
4. **The GM may require a roll to *gain advantage*.** Trying to outsmart a target would require an Influence vs. Awareness check, while knocking over an target would be a contest of Toughness.
5. **Failure has consequences.** The GM may further penalize characters for failing their check by 5 or more. Consequences include:
  - a. **Forced Movement:** You lose 1 AP as your character recovers from botched positioning.
  - b. **Overpower:** Your character gains the *overpowered* status instead.
  - c. **Attack Bonus:** There are no consequences for failing in this action – the wasted attempt is enough of a penalty.
  - d. **Takedown:** Your turn doesn't end, but you immediately lose 1 AP and become *overpowered*.